

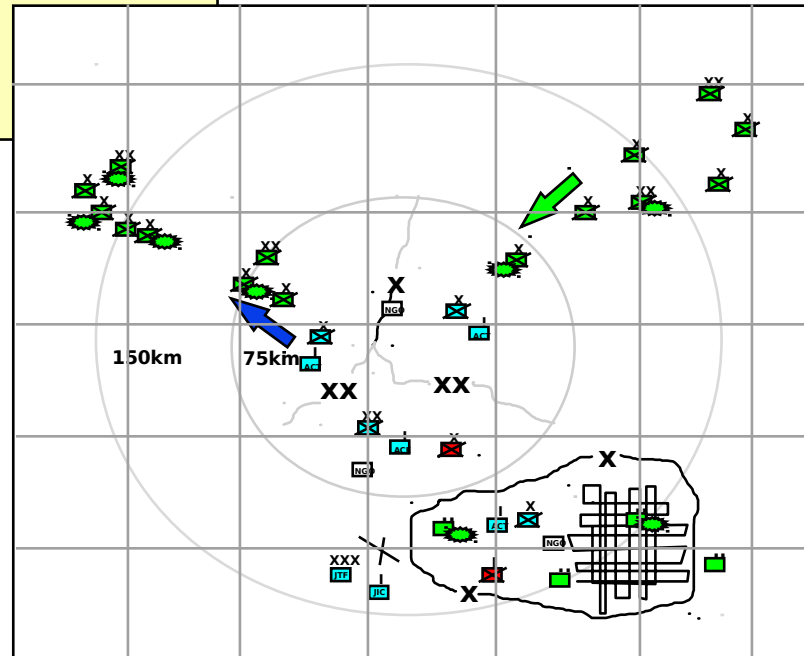


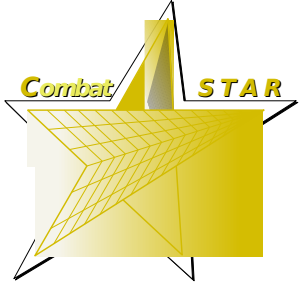
## The Assimilation of Information to:

- Visualize the Battlefield
- Assess the Situation
- Direct Military Action Required

## to Achieve Victory

## ***FM 100-5, Operations***

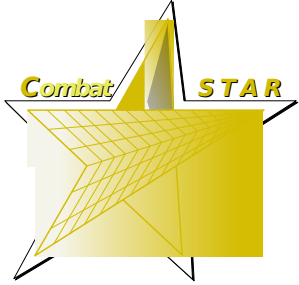




# ***Understanding the Challenges***



- **Information Superiority is Conditional ---  
*Options of a Thinking Enemy***
- **Battle Command is an Art ---  
*Not a Given***
- **Information Overload**
- **Focusing Commanders and Analysts Minds**
- **Information Assurance**
- **Operationalizing Technology**



# ***Understanding the Challenges***

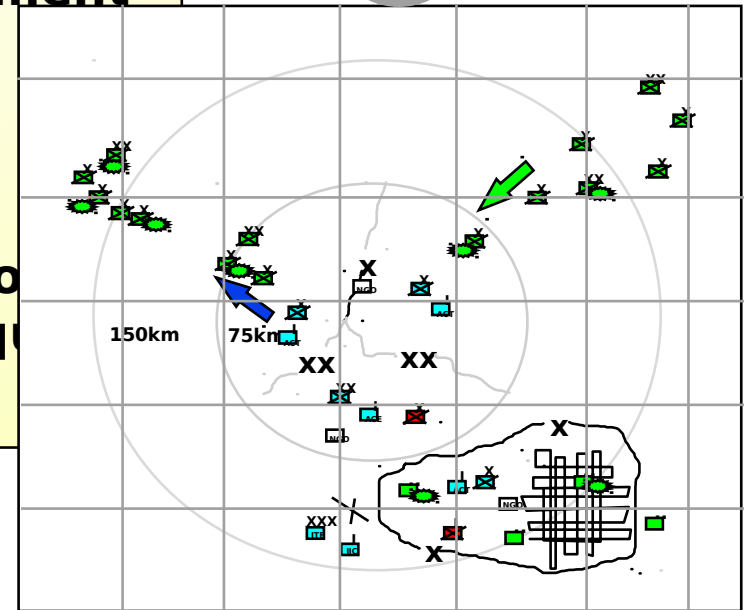


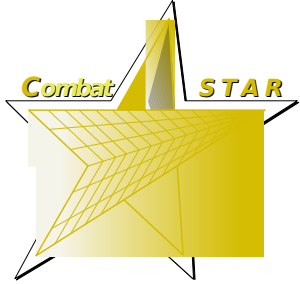
- **Battlefield Visualization is a Powerful P**  
**It Gives Us a Advantage, But ---**
  - **Understanding**
  - **Action**
- **Network Centric Operations**
  - **Require Collaboration**
  - **Require Information Management**
    - **Capacity and Paths**
    - **Relevance (Geometry)**
    - **Substance (Decisions)**
- **Change in Culture**
  - **Embrace Joint and Other Nation**  
**Doctrine and Tactics, Technique**  
**and Procedures**

Commander's Intent

**Shared Understanding**

Commander's Critical Information Requirements





# Battle Command Training



*Concepts and Requirements are fusing on a single objective.*

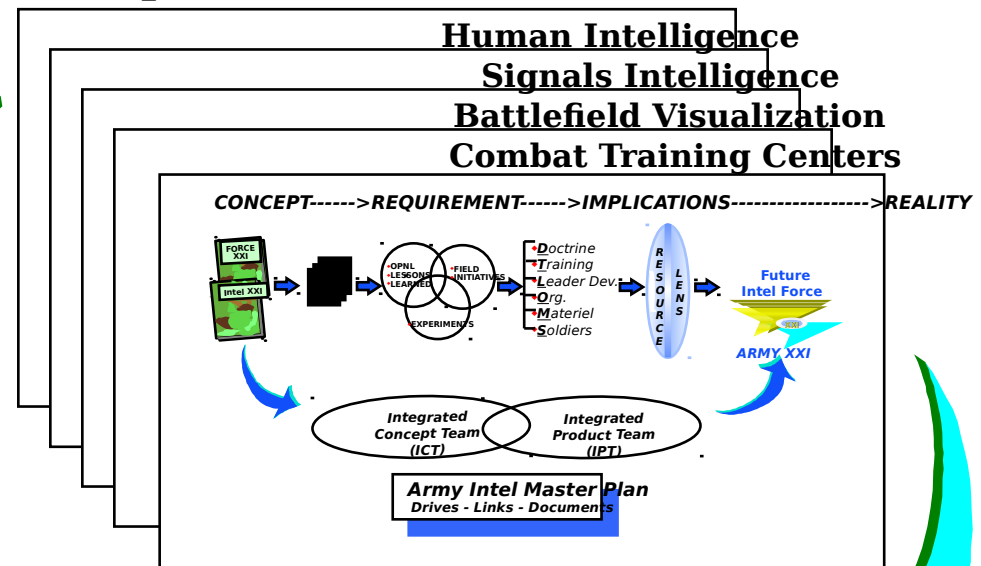
"Improve Intelligence play at the Combat Training Centers."

*General Reimer  
Chief of Staff, Army*

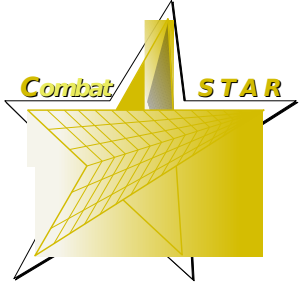
## Army XXI Battlefield Concepts



## Requirements



*Replicate the Future Army battlefield. . . enable Battle Command training through the realistic integration of Joint and Army Intelligence*



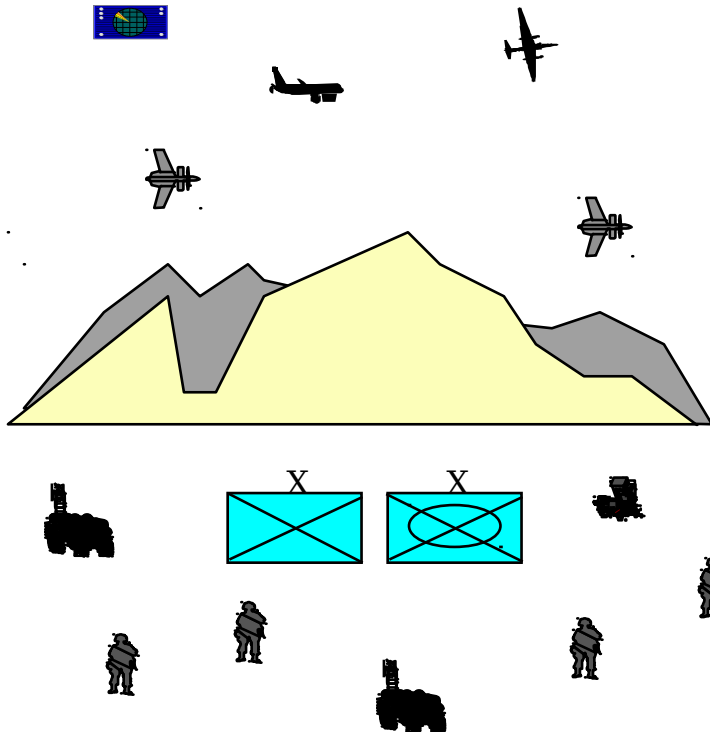
# Battle Command Training



*We are not structured to fully enable Battle Command training today.*

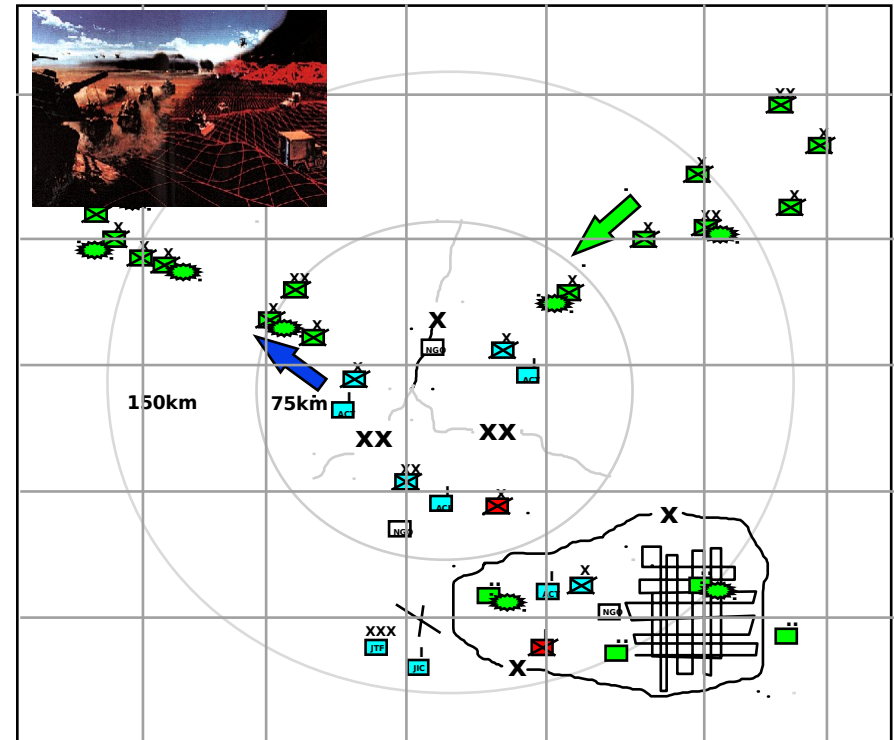
**Currently . . .**

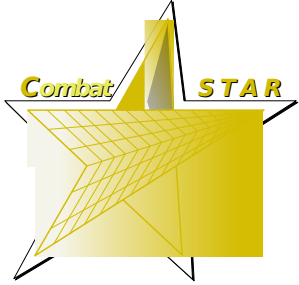
Training constrained by limited land, scarce funds, and complex target signatures



**Emerging . . .**

Training enabled by virtual battlespace, sensors, and live/constructive Opposing Forces





# ***CSTAR as a Part of Battle Command***



***Training***  
**Supports all Functions Over Entire Battle  
Space**

